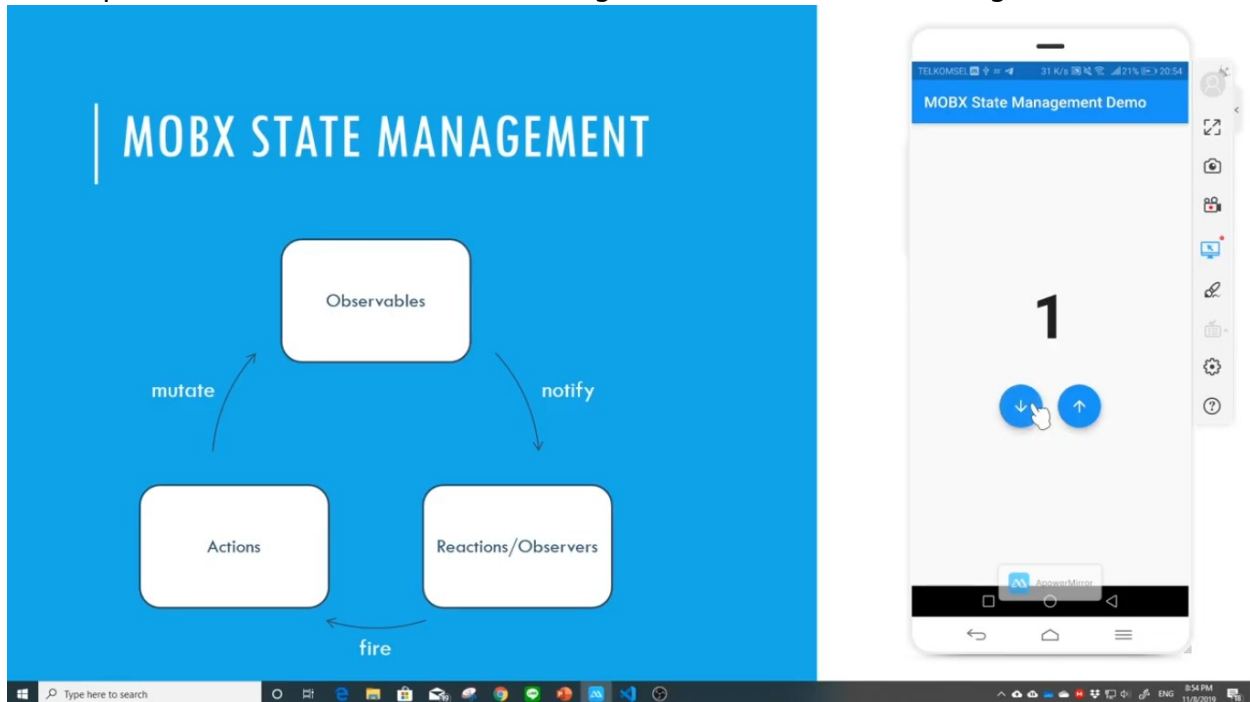


Menunjukkan state manajemen yg lain namanya mobx
Untuk state manajemen sendiri bisa lihat video nomor 42
Buat aplikasi sederhana menaikkan bilangan dan menurunkan bilangan



Sebelum coding

Menunjukkan konsep

Disini ada 3 hal penting

Pertama observables

Reactions/observers

Action

Observable adalah data atau state kita observe atau kita pantau

Reaction itu pantau nya

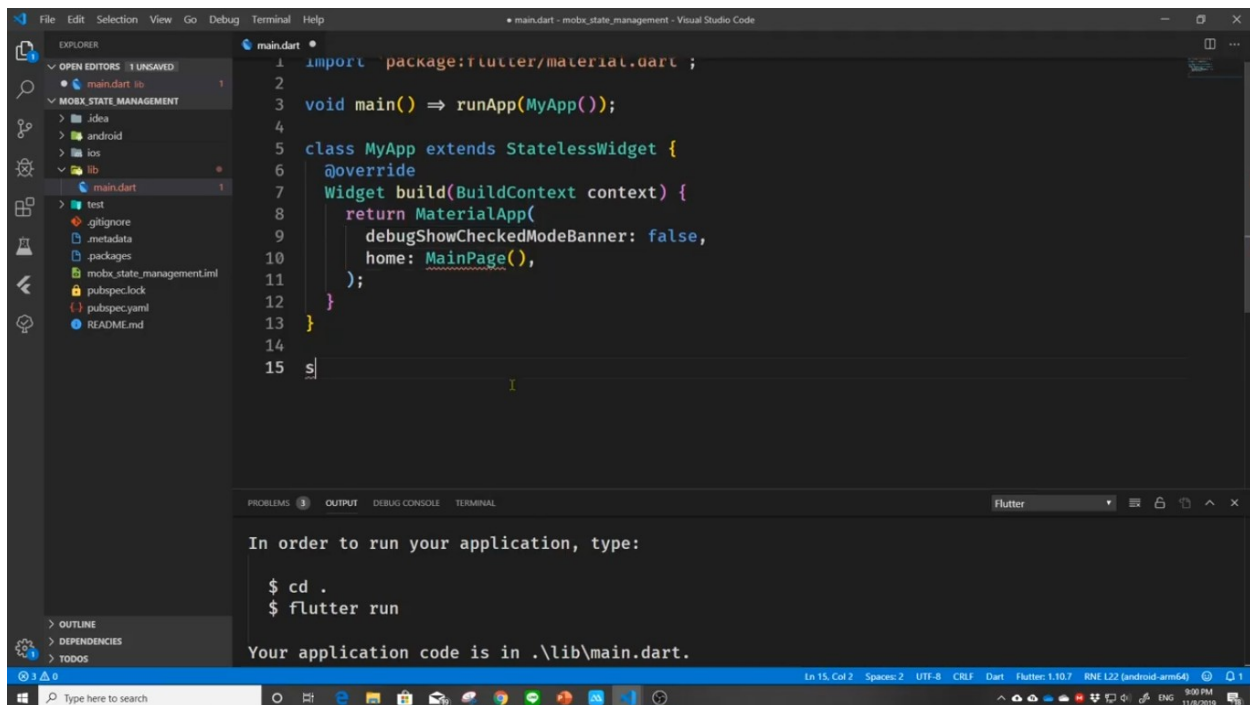
Action itu berubah

Proses ini dimulai pertama observers akan triggers action sebuah aksi

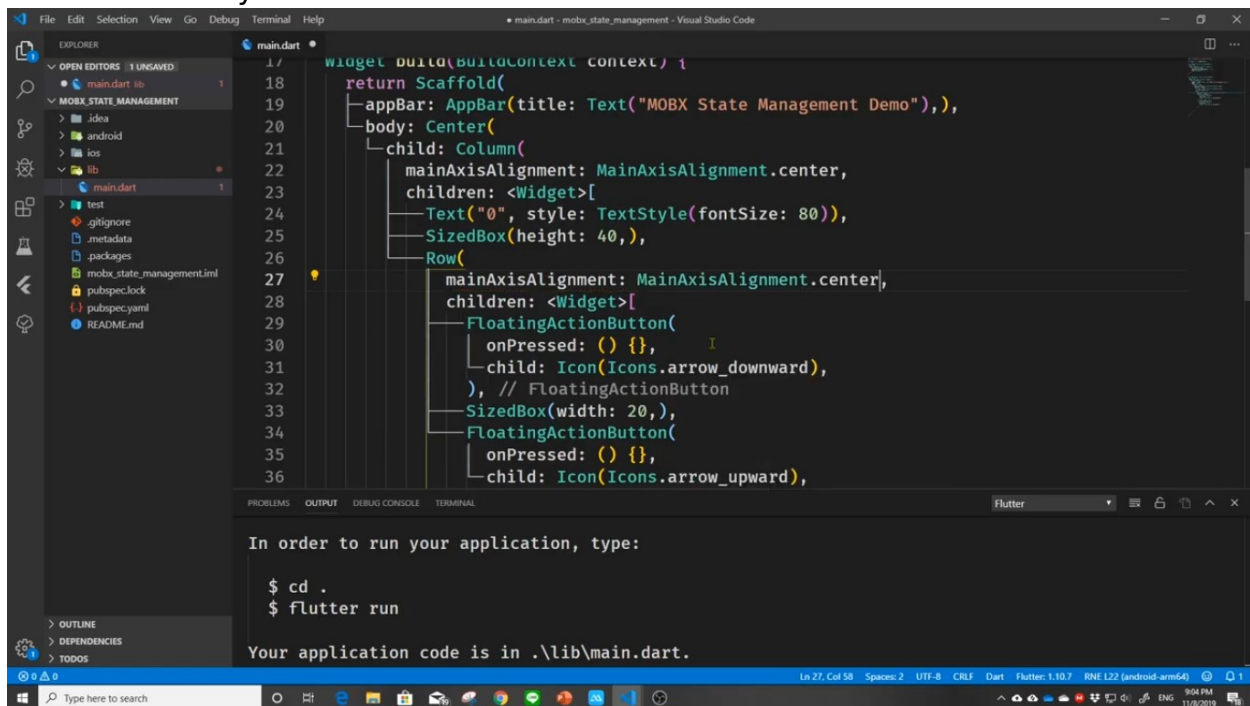
Nanti action akan ubah data yg ada di observables ini kalau sudah berubah

Nanti ada pemberitahuan notify

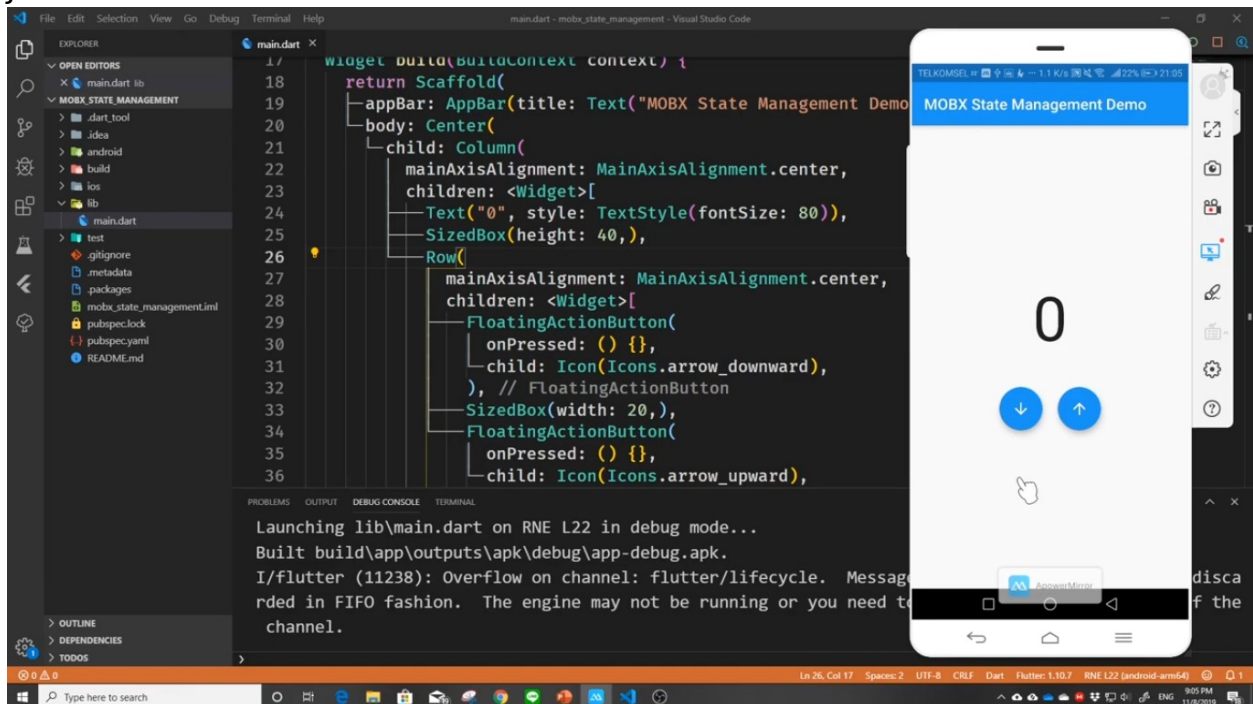
Maka reaction akan update pada ui kita pada saat perubahan itu terjadi



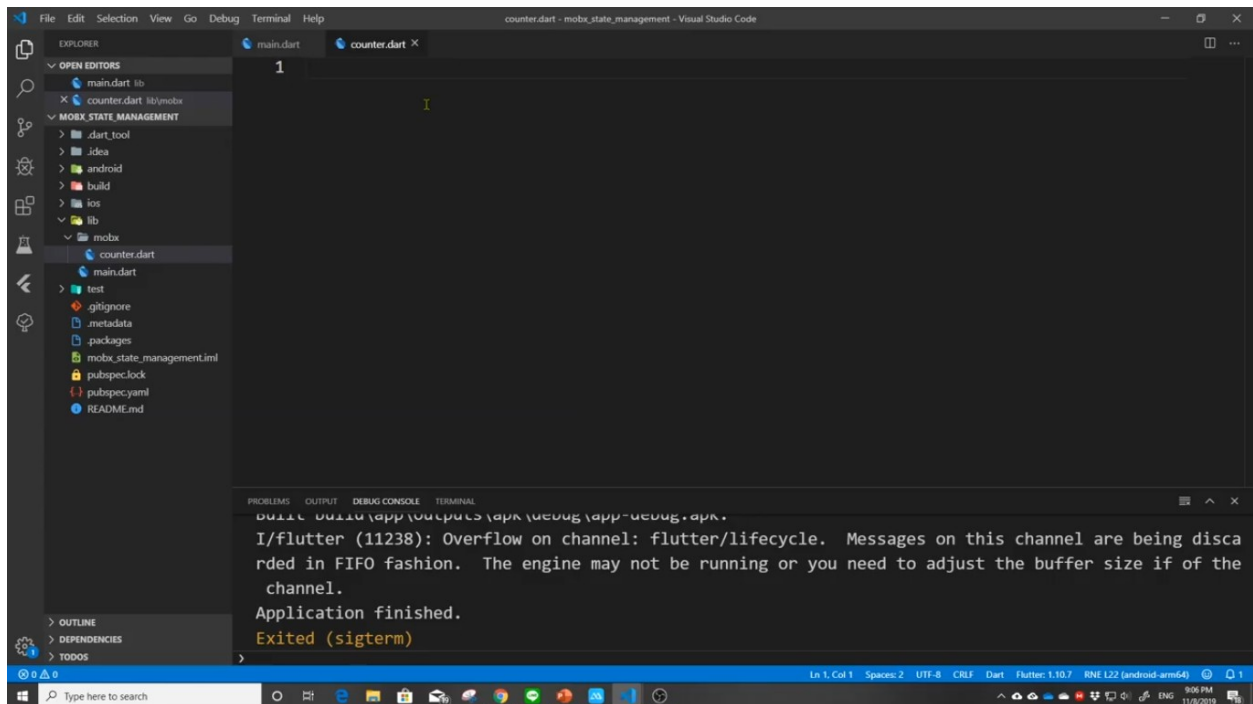
Buat main page nya
 Judul mobx state managemnt demo
 Center child column mainaxis center
 Kasih text untuk data nya
 Kasih sizedbox height 40
 Didalm row ada 2 floating button
 Onprased kosongi dahulu child icon lalu kasih jarak 20
 Row mainaxis nya center



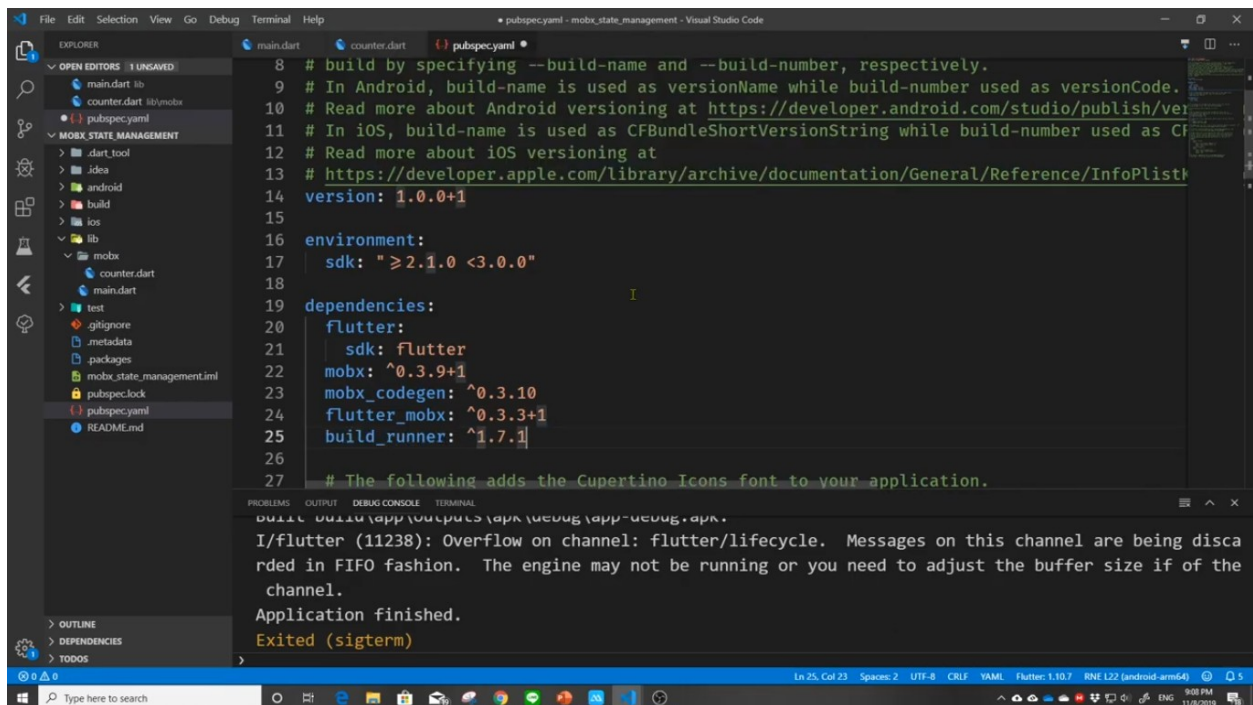
Jalankan



Sudah jadi tampilan nya sekarang buat
Mobx nya di folder
Buat satu buah file



Pertama kali harus buat adalah clas manruh si observibes nya dan action nya
Selain buat pubspec yaml dulu
Tambhkn packagenya
Mobx



The screenshot shows the Visual Studio Code interface. The Explorer panel on the left shows a project named 'pubspec.yaml - mobx_state_management'. The main editor displays the 'pubspec.yaml' file with the following content:

```
8 # build by specifying --build-name and --build-number, respectively.
9 # In Android, build-name is used as versionName while build-number used as versionCode.
10 # Read more about Android versioning at https://developer.android.com/studio/publish/ver
11 # In iOS, build-name is used as CFBundleShortVersionString while build-number used as CF
12 # Read more about iOS versioning at
13 # https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlist
14 version: 1.0.0+1
15
16 environment:
17   sdk: "≥2.1.0 <3.0.0"
18
19 dependencies:
20   flutter:
21     sdk: flutter
22   mobx: ^0.3.9+1
23   mobx_codegen: ^0.3.10
24   flutter_mobx: ^0.3.3+1
25   build_runner: ^1.7.3
26
27 # The following adds the Cupertino Icons font to your application.
```

The terminal at the bottom shows the output of a Flutter build command:

```
Building flutter app (outputs apk) (debug) app-debug.apk.
I/flutter (11238): Overflow on channel: flutter/lifecycle. Messages on this channel are being disc
arded in FIFO fashion. The engine may not be running or you need to adjust the buffer size if of the
channel.
Application finished.
Exited (sigterm)
```

Import dahulu mobx dart

Lalu buat abstract class CounterMobx with Store

Ini implemen namanya store

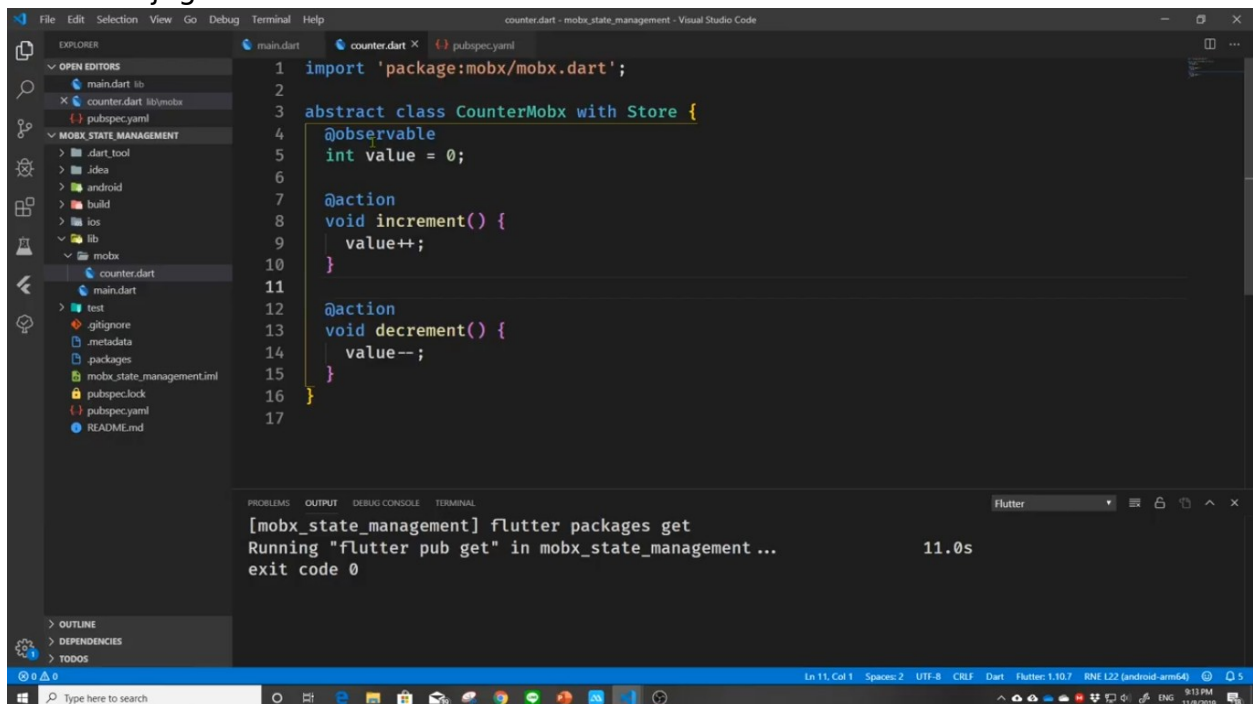
Buat int value pertama nilai nya 0

Value ini adalah nilai yg akan diber observale kasih tanda

Lalu kita buat

Menthod incremnt tujuan untuk meninkatan

Dan buat juga decrement



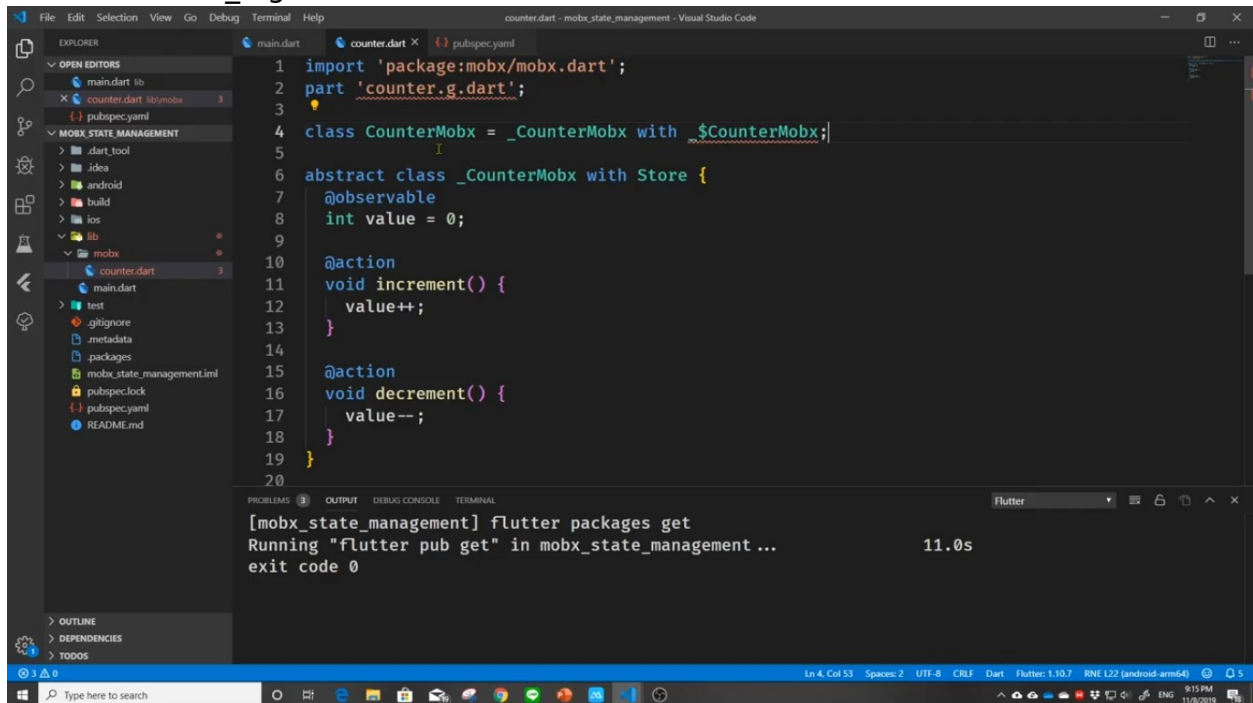
The screenshot shows the Visual Studio Code interface. The Explorer panel on the left shows a project named 'counter.dart - mobx_state_management'. The main editor displays the 'counter.dart' file with the following content:

```
1 import 'package:mobx/mobx.dart';
2
3 abstract class CounterMobx with Store {
4   @observable
5   int value = 0;
6
7   @action
8   void increment() {
9     value++;
10  }
11
12   @action
13   void decrement() {
14     value--;
15  }
16 }
17
```

The terminal at the bottom shows the output of a Flutter pub get command:

```
[mobx_state_management] flutter packages get
Running "flutter pub get" in mobx_state_management... 11.0s
exit code 0
```

Increment dan decrement yaitu aksi maka kita berikan @action
Class yg kita buat hanya ini saja \class tambahkan yg susah itu akan generate
build runner
Kita serahkan mobx
Kasih tau
Part 'counter.g.dart'
Langkah berikutnya buat class mobx yg kita pakai
Abstract kasih _ agar beda

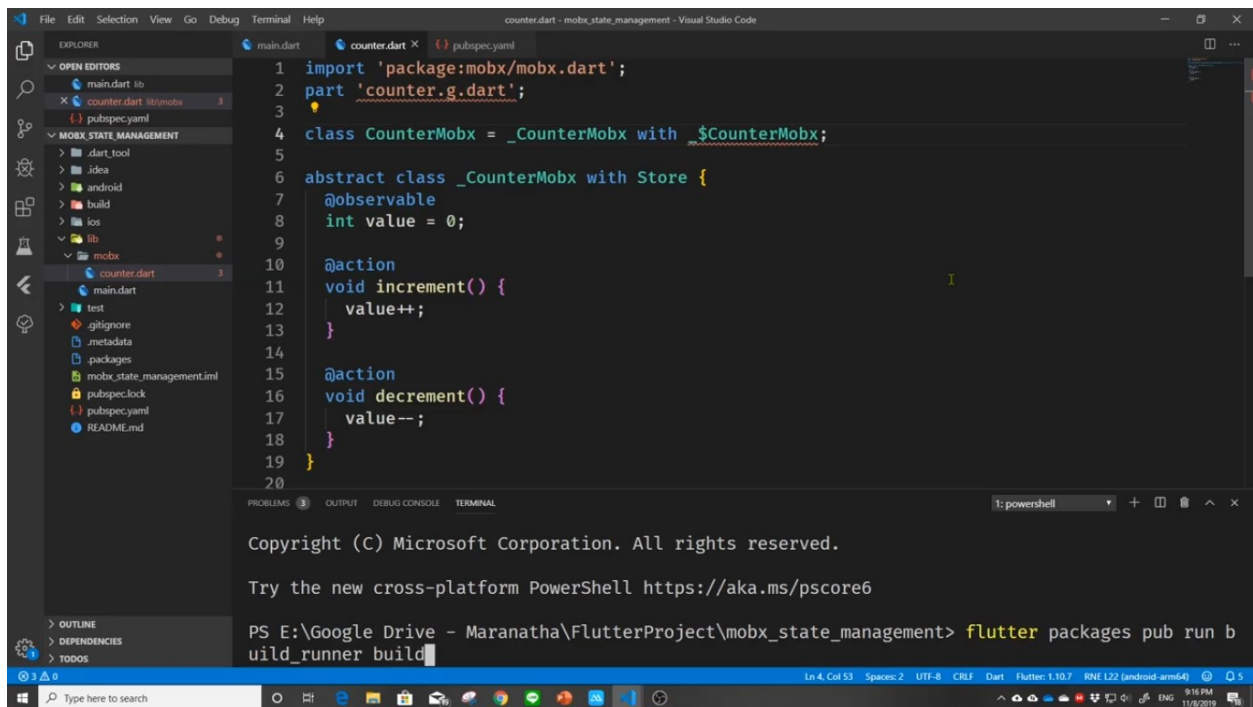


```
1 import 'package:mobx/mobx.dart';
2 part 'counter.g.dart';
3
4 class CounterMobx = _CounterMobx with $CounterMobx;
5
6 abstract class _CounterMobx with Store {
7   @observable
8   int value = 0;
9
10  @action
11  void increment() {
12    value++;
13  }
14
15  @action
16  void decrement() {
17    value--;
18  }
19 }
20
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

[mobx_state_management] flutter packages get
Running "flutter pub get" in mobx_state_management... 11.0s
exit code 0

Jadi class CounteMobx merupakan turunan dari _countermobx lalu di isi dgn \$
dolarnya
Ini masih eror karena belum generate
Skerang jalan buld runner ke terminal



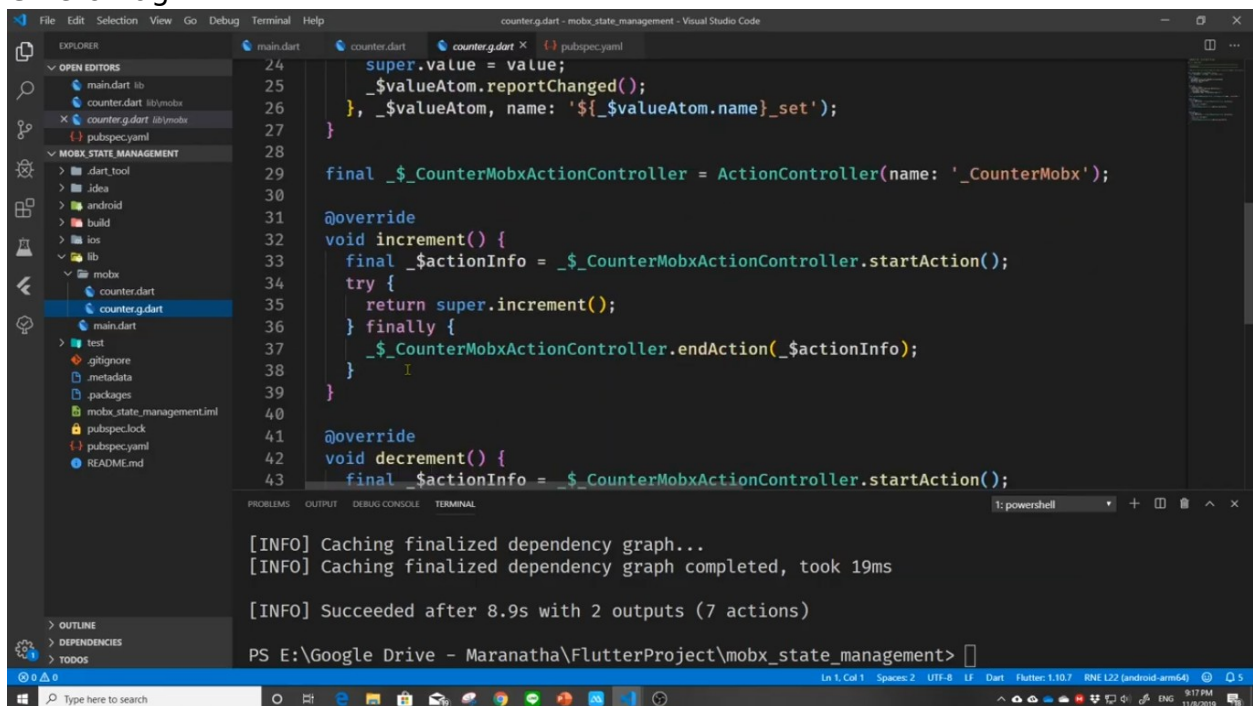
```
1 import 'package:mobx/mobx.dart';
2 part 'counter.g.dart';
3
4 class CounterMobx = _CounterMobx with _$CounterMobx;
5
6 abstract class _CounterMobx with Store {
7   @observable
8   int value = 0;
9
10  @action
11  void increment() {
12    value++;
13  }
14
15  @action
16  void decrement() {
17    value--;
18  }
19 }
20
```

Copyright (C) Microsoft Corporation. All rights reserved.

Try the new cross-platform PowerShell <https://aka.ms/pscore6>

PS E:\Google Drive - Maranatha\FlutterProject\mobx_state_management> flutter packages pub run build_runner build

Kalau berhasil maka ada file baru counter.g.dart
Gk error lagi



```
24 super.value = value;
25 _$valueAtom.reportChanged();
26 }, _$valueAtom, name: '${_$valueAtom.name}_set');
27 }
28
29 final _$CounterMobxActionController = ActionController(name: '_CounterMobx');
30
31 @override
32 void increment() {
33   final _$actionInfo = _$CounterMobxActionController.startAction();
34   try {
35     return super.increment();
36   } finally {
37     _$CounterMobxActionController.endAction(_$actionInfo);
38   }
39 }
40
41 @override
42 void decrement() {
43   final _$actionInfo = _$CounterMobxActionController.startAction();
44   try {
45     return super.decrement();
46   } finally {
47     _$CounterMobxActionController.endAction(_$actionInfo);
48   }
49 }
50
```

[INFO] Caching finalized dependency graph...

[INFO] Caching finalized dependency graph completed, took 19ms

[INFO] Succeeded after 8.9s with 2 outputs (7 actions)

PS E:\Google Drive - Maranatha\FlutterProject\mobx_state_management>

Maka sudah dibuat gk perlu diubah2 karena sudah di generate
Sekarang ke main.dart
Buat
Final CounterMbox counter = CounterMbox jgn lupa import

```
1 import 'package:flutter/material.dart';
2 import 'package:mobx_state_management/mobx/counter.dart';
3
4 final CounterMobX counter = CounterMobX();
5
6 void main() => runApp(MyApp());
7
8 class MyApp extends StatelessWidget {
9   @override
10  Widget build(BuildContext context) {
11    return MaterialApp(
12      debugShowCheckedModeBanner: false,
13      home: MainPage(),
14    ); // MaterialApp
15  }
16 }
17
18 class MainPage extends StatelessWidget {
19   @override
20  Widget build(BuildContext context) {
```

[INFO] Caching finalized dependency graph...
[INFO] Caching finalized dependency graph completed, took 19ms
[INFO] Succeeded after 8.9s with 2 outputs (7 actions)
PS E:\Google Drive - Maranatha\FlutterProject\mobx_state_management>

Kebawah di text klik kakan bungkus widget Observer kita import flutter mbox dart nya

Kita return text nya

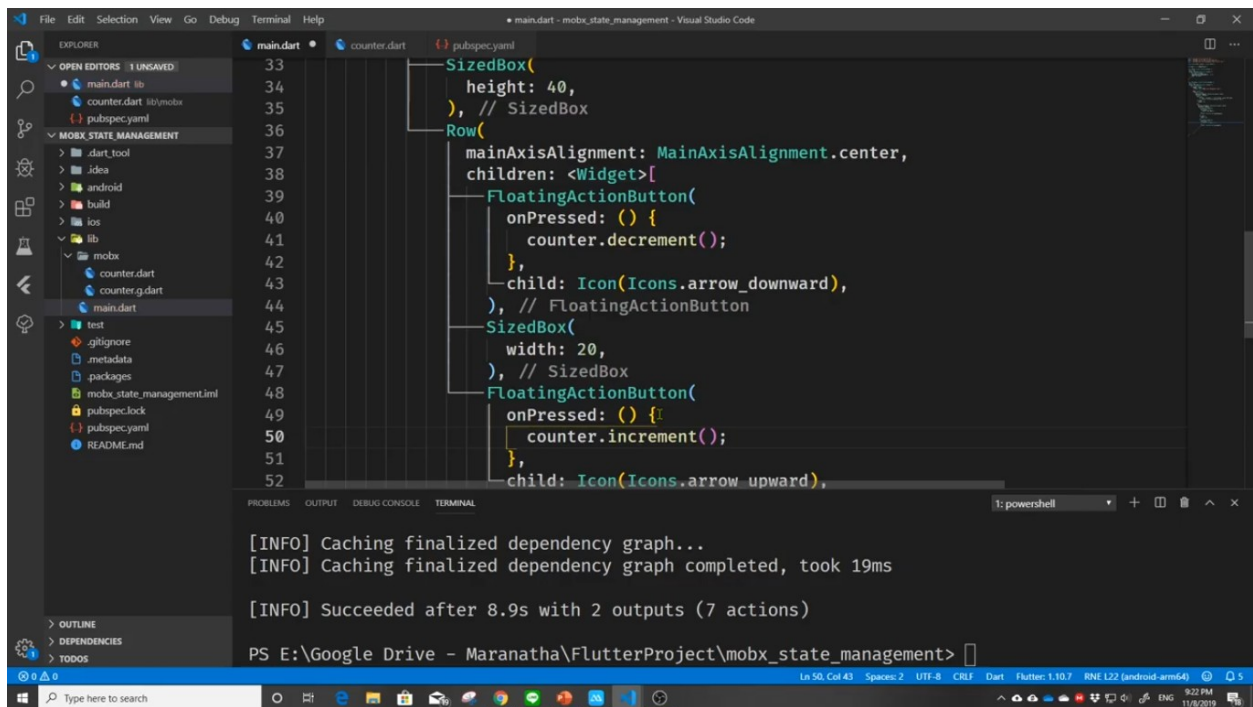
Isinya dalah counter.value.toString

```
23 return MaterialApp(
24   appBar: AppBar(
25     title: Text("MOBX State Management Demo"),
26   ), // AppBar
27   body: Center(
28     child: Column(
29       mainAxisAlignment: MainAxisAlignment.center,
30       children: <Widget>[
31         Observer(
32           builder: (context) => Text(counter.value.toString()),
33           style: TextStyle(fontSize: 80)), // Text // Observer
34         SizedBox(
35           height: 40,
36         ), // SizedBox
37         Row(
38           mainAxisAlignment: MainAxisAlignment.center,
39           children: <Widget>[
40             FloatingActionButton(
41               onPressed: () {},
42               child: Icon(Icons.arrow_downward),
```

[INFO] Caching finalized dependency graph...
[INFO] Caching finalized dependency graph completed, took 19ms
[INFO] Succeeded after 8.9s with 2 outputs (7 actions)
PS E:\Google Drive - Maranatha\FlutterProject\mobx_state_management>

lalu kebawah untuk onprased kita panggil

Counter.incrtement;



```
33   SizedBox(
34     height: 40,
35   ), // SizedBox
36   Row(
37     mainAxisAlignment: MainAxisAlignment.center,
38     children: <Widget>[
39       FloatingActionButton(
40         onPressed: () {
41           counter.decrement();
42         },
43         child: Icon(Icons.arrow_downward),
44       ), // FloatingActionButton
45       SizedBox(
46         width: 20,
47       ), // SizedBox
48       FloatingActionButton(
49         onPressed: () {
50           counter.increment();
51         },
52         child: Icon(Icons.arrow_upward),
```

[INFO] Caching finalized dependency graph...
[INFO] Caching finalized dependency graph completed, took 19ms
[INFO] Succeeded after 8.9s with 2 outputs (7 actions)
PS E:\Google Drive - Maranatha\FlutterProject\mobx_state_management>

Jalankan

